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September 2016

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September 2016



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EDITOR'S DESK FEMALE SIDE

Make Video Games Great Again

I am a Christian first, and a conservative second. I am not part of any political party. I do not want to see Hillary Clinton president for a long list of reasons. I am not thrilled about Donald Trump either. Ted Cruz was the guy I wanted for president. Like so many things in life I don't get my way. I will continue to faithfully follow God and obey Him over man. With all of that said I noticed something that Donald Trump said: "Make America Great Again." I got to thinking about video games. How many gamers have something to complain about? How many families feel let down by the video game industry? Can we take this concept into the video game industry? Can we make video games great again?

I believe we can make video games great again. I believe there are all kinds of people trying to take the video game industry in a variety of different directions. Many indie games look horrible. They are actually retro. They are trying to bring the industry back to better and simpler times. Maybe that is why the indie movement has had such success. They have tried to return to better times. Very close to this is the retro gaming movement. Again a return to better times. A return to when and what made video games great in the first place.

I think about the physical copy movement and here it is again. A movement that is returning the video game industry to when it was great. People want what they once had and too many of the digital downloads do not provide that. They want cases, art, discs, and cartridges. The physical copy movement is also connected to the retro movement. Isn't it interesting how many of these movements are all tied into making the video game industry great again? I did not realize it until I was writing this column.

There are gamers sick of the greed and corporate nature of too many of the modern day video games. Some of created their own games. There are gamers repulsed by the extreme radical liberalism teachings in some video games. They do not want video games used to promote such radical political agendas. There are gamers and families offended that Christians are being attacked, and treated

like third class citizens in the industry. All of these has created backlash upon backlash inside the video game industry.

The corruption in the industry has reached dangerous levels. A complete redesign is needed to address this issue. Gamers are increasingly becoming unhappy with the industry. Something has to be done, and it needs to be done soon. We have put ideas out there before that will help make the video game industry great again. The movers and shakers who have been allowed into positions of power need to act before it is too late. Or we will all lose our chance.

God bless, Paul Bury



Back to School

As I write this column we are preparing our kids to return to another season of schooling. I have written in the past about how messed up the educational system is in America. I am going to try and refrain from focusing on that in this column. Key word there is try. I am amazed the government can force us to purchase all of this stuff. Some of it won't even be used. Others are for the parents who rebel against the government mandate to purchase all of this gear and from some of these companies. Any investigative journalists out there find a connection between school purchases and companies that donate to certain candidates? I would be curious to hear that answer.

As you can expect kids are not thrilled at having to be forced back into the school system again. They have to sit there and listen to liberal lies, propaganda, and brainwashing indoctrination. This is especially bad for our first born son who is going to high school. We were told there was a meeting to learn the school, find his classes and get familiar with the layout. He went to this three hour seminar which was only about the rules of the school. He was so mad that the school lied to us, have no honor, have no integrity, and their numerous double standards. He is not looking forward to going to school. I remember the shoving and pushing at high school to advertise and try and force college. After all of these years of indoctrination into the extreme liberal agenda it is scary they think they need four more years. What is even worse is the massive cost of college for very few real world skills.

Our youngest son is very excited to get back into school. He is doing is his last year at elementary before he moves on to middle school. We worked with him a lot over the summer on his reading skills. It can take time to get him to progress since he is a special needs child. He is too smart for the disabled class, so he is in a regular class room. He is behind on his skills there so it is always a struggle with him. Yet he has a positive and happy attitude about school. He works really hard, and is pleasant to everyone. He protects those who need it. I see him as becoming an offensive lineman in football based on how he likes to protect.

Our family knows a couple of teachers as well. I

know they had to start a week early. They look forward to new students, and new minds full of mush to teach. There are plenty of great teachers we have been blessed with over the years. It amazes me how many people want to help children grow, learn, and mature. What is sad is there are parents out there that do not care. Or maybe I should say they care more about themselves than their own children. We are in the age of selfishness after all. Learning is something that starts and ends in the home. I hope you are teaching your children good lessons on how to be productive members of society.

God bless, Yolanda Bury



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MISSION STATEMENT

Family Friendly Gaming (FFG) was created in March of the year of our Lord 2005 as the first ever Christian video game magazine. The goal of Family Friendly Gaming is to report on video games from the family view point. Family Friendly Gaming takes a fair and balanced approach to all news, previews, reviews, interviews, features, and other articles found within. The secular video game media reports mainly on the most morally bankrupt games and call those games good. The major secular media reports on the bad side of video games mainly. Most other Christian media outlets claim video games turn the player into a zombie, or they completely worship video games. Family Friendly Gaming reports the good, and bad side effects to video games. It is the belief of the owners that readers are smart enough to come to their conclusions without those in the media handing opinions to them. Those of us at Family Friendly Gaming believe by giving you the facts, you can decide for yourself. There are plenty of really good video games on the market that teach wonderful lessons. Both inside the Christian video game market, and from non-Christian video game developers. Family Friendly Gaming seeks out these video games to bring them to your attention. Since it is unknown before playing a game how family friendly it is; it is possible that this magazine will preview a game, and then the review will expose problems previously unknown. Family Friendly Gaming promises to always ask the question: "how God feels about certain video games." God's opinion on the matter is more important than any mere mortal. Which is why the rest of the industry does not influence FFG.







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SOUND

The Sound Off section is where you the reader/emailer is heard. What you have to say is put in this section for all the readers to see. Of course certain content is edited for appropriateness issues. This is a family friendly magazine, and certain content is just not proper. We hope you enjoy this section as much as we do. Keep an eye out for your comments appearing in these very pages. You have our attention, so SOUND OFF!

Garry Marshall

Dear Mr. Bury,

On July 19, 2016, Garry Marshall, the man who I will always remember for introducing me and the rest of the world to Anne Hathaway, died. When I heard the news over the radio on July 20th, I decided to watch the tributes paid to him over the national TV news programs to see if any of them gave him credit for doing so.

ABC World News, which is owned by Disney, failed to even mention either Anne Hathaway or the title of her first film, "The Princess Diaries". NBC Nightly News showed a couple of seconds of footage of Anne from the film in a small portion of the screen without verbally explaining what was being



shown. CBS Evening News showed footage of "The Princess Diaries" that filled the screen and identified it as such.

Here is my question. Why would Disney, who made and distributed "The Princess Diaries" back in 2001, fail to give Garry Marshall credit for directing the film?

If you can answer my question, please do so. Have a great day, and God Bless You.

Sincerely, David

{Paul}: David,

That is a fascinating question. I do not know their hearts, or motives. What I can do is make some guesses. I suspect they did not

assign the same level of value to that accomplishment as you have. Maybe they are trying to hide that connection for some bias they may hold. I know Disney closes the door on some people who do anti-family things later. Take Miley Cyrus for example. She lost her mind and went totally crazy. Disney pulled the Hannah Montana show because of it. Didn't Anne Hathaway do some adult only kind of movies? Ones with nudity. They might be trying to keep the focus off of her because of that.

A different perspective

Dear Mr. Bury,

I would like to ask you a quick few questions regarding certain things that I would appreciate answered. In your Balloon Fight review, you stated," You know what I find really sad? When companies keep re-releasing the exact same game on multiple systems. They do this so you can pay them multiple times for the exact same game. Balloon Fight is a perfect example of this. Nintendo released this game on the 8-bit NES, Gameboy Advance, Nintendo 3DS, and now the Wii U. I played Balloon Fight on the 3DS for this review."

As someone who was born in 2000, I would like to ask a simple

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question--hopefully not rude or condescending (If it comes across that way, I apologize.)--shouldn't we be happy for re-releases? Otherwise, I'd have to know someone who owns those games, or I'd have to pirate them which is morally wrong. As someone who's played A LOT of old games such as Earth-Bound, The original Legend of Zelda, and Super Mario World, just to name a few, I like re-releases so that I don't have to do something sinful to play them like too many do today.

Another thing your website should do, in my honest opinion, is make sure of the GBA and DS games re-released on Wii U. Fire Emblem: The Sacred Stones, Yoshi's Island DS, and The Legend of Zelda: Phantom Hourglass were some of those games. Again, I and others would very much appreciate this.

One final thing I'm asking is for other games that seem to have had reviews with scores, but no magazine issues are found is kind of hard to understand where your company is coming on some games. Thank you for your time

and God bless.

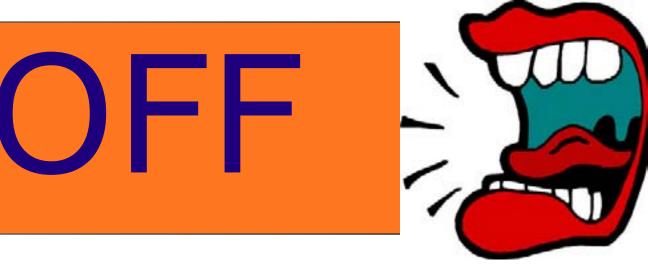
- Daniel

{Paul}: Thank you for your email. You bring up an interesting perspective. Younger gamers have not experienced older games, retro games, etc. Were you aware of the retro gaming movement? Some gamers have decided they don't

want new games. So they go and buy, sell, and trade it (opposed to a digital download where there is no ownership of the game). I did this myself recently with a game released on Steam (Phantom Brave). I found out there was a PS2 version instead of asking for a Steam code from NIS America.

books that I hope to get to next year. Currently working on a projupdated numbers on unique IPs, and hits. We are also working on a project updating review scores of older reviews to come in line with In the 'L' reviews right now. Then we have a project on the books to update our documents on the hopeful future Java site upgrade. I Video Game Lies book, and a new Future Glimpses book.

Before Family Friendly Gaming we had a fanzine called Wyldcard's Way. The review scores with no link, and no issue reference are from there. Or they got missed somewhere along the way (like one of the Cooking Mama Wii games) where we actually found the review recently. Older software



buy the older versions of games and systems. They get a physical copy so they actually own the game and can of the game and purchased that one

We have a project on the ect to get all of our old log files into a data base so we can have accurate review scale changes over the years. developers and publishers of all the Reviews, News, Previews, etc. for a am working on a Devotional book, and getting requests for an updated

(which does not work on current operating systems is where those reviews are house). Plus they are not in our current format. We plan on replaying and rewriting all of those reviews. Like I said I hope we can get to it next year. We also need to update older Image pages to add information on them about system, developer, release, etc. We are constantly working to improve things, and we will get to it. I apologize for our lack of speed. We only have so much time and money. We have always followed the baby steps improvement methodology.

Was talking with some others and a suggestion came up. Are there specific games you are interested in? Meaning we can target some games here and there in between what comes in, what we are working on for the e-mag, etc. {NOTE: They have been provided and we are working them in}

Piczle Lines Jr

Thank you for your review of Piczle Lines Jr. My kids love this game. Family Friendly Gaming continues to pick the best games that my family always enjoys. Keep up the amazing work. May God continue to bless you.

- Tanya

{Kid Gamer}: Thank you!! You lifted my spirits and gave me a good day. I hope your family continues to enjoy that game. We had a blast

SOUND OFF Continued



with it here at Family Friendly Gaming. It became a craze for a while there.

Fire Emblem Fates

Hello,

I noticed a factual flaw in your review of Fire Emblem Fates. The 3DS cartridge is incapable of holding 3 separate games of the length of the 3 pathways of the game, and it was split into multiple games in order to compensate for this. While it is true that the 3DS cartridge is capable of holding 8 Gigabytes of information, having all 3 games on one cartridge would be impossible because the games are simply too big to fit on one cartridge. Even having 2 games would be too much for 1 cartridge to handle. The special edition that supposedly contains all 3 games still needs an internet connection in order to download the other games onto itself, as the games are not on the cartridge by itself. Without an internet connection the cartridge is empty. The games are downloaded

onto the SD card contained in the 3DS itself, not the game cartridge, as the SD card can hold more data. I am sending this letter in to suggest a way you could improve your review, as some more tech savvy people reading your review could be put off errors such as this. -Alfonso

{Teen Gamer}: Might want to check your facts there.

http://www.nintendolife.com/ news/2013/01/fire_emblem_awakening_download_takes_up_almost_8600_blocks

1 gig for one of the three games. That means we are talking 3 gigs for all three. According to your belief of an 8 gig ceiling on the cartridges that would fit with 5 gigs to spare. Plus we have to question where you got that 8 gig limitation. There is a 32 gig limitation on SD cards with the 3DS. So 8 gigs seems a bit low on the cartridge size. We would think they can go higher than that.

AWESOME

I ran across Family Friendly Gaming recently and love it. YOU ARE AWESOME!! You are such an answer to prayer. Finally someone out on the Internet who reviews products from a Christian perspective. Not a watered down worldly one. Family Friendly Gaming is such a blessing to my family. Keep up the good work of the Kingdom of Heaven.

{Yolanda}: Thank you for the wonderful words of encouragement. They warmed the hearts of everyone here. One of the things my hubby says is we try. We stumble, fall, and make mistakes along the way. We get back up, dust ourselves off, wash out any wounds and get back at it. We always want to do more. We do not rest on our laurels for what we have accomplished. We move forward and try to find more we can do to point people to God. That is one of the major goals we have with Family Friendly Gaming. Point people to God. We tell people all the time do not look at us, look to Jesus. Don't follow us, follow Jesus. This is where God planted us, and where we serve. We appreciate your kind words so very much.

Would you like to be heard in

Family Friendly Gaming? Want to Sound Off on something in video games, the website, the magazine, etc? Log on to the internet and go to our Comments page:

http://www.familyfriendlygaming.com/comments.html, or send an email to: SoundOff@ familyfriendlygaming.com. Mail us comments at: Family Friendly Gaming 7910 Autumn Creek Drive Cordova, TN 38018

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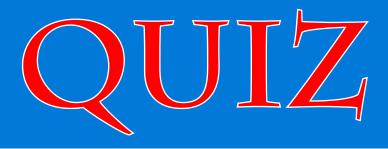
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LOOK BACK



There has been a lot of history made here at Family Friendly Gaming. Let us take a look at some of the historic front covers to a few of the issues in our long and storied history.







Family Friendly Gaming decided to do some fun little historic quizzes. Anyone who is not a business partner, advertiser, PR contact, or works for Family Friendly Gaming can answer these questions. Email answers to SoundOff@familyfriendlygaming.com. After three months the person with the most right answers will be emailed an Amazon gift card.

Question: Has Family Friendly Gaming ever done any Nintendo DS videos? Answer:

Question: Has Family Friendly Gaming ever done any Nintendo 3DS videos? Answer:

Question: Have you read Video Game Lies? Answer:

Question: Have you read both books in the Future Glimpses series? Answer:

Question: Have you ever mowed a lawn? Answer:

Question: What is your favorite work to do? Answer:

Question: What is your favorite physical exercise? Answer:

Question: What sport do you like to play? Answer:

Question: Have you ever been injured before? Answer:

Question: What is your favorite outdoor activity? Answer:

Question: What is your favorite indoor activity? Answer:

Question: What can be done to fix the corruption in the video game industry? Answer:

Question: Where can you read Family Friendly Gaming for free? Answer:

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DEVOTIONAL

Reform Part 22

We are continuing our ongoing feature on reforms needed in the modern day American church. This time we are talking about people being fired for obeying God and obeying the Holy Bible. I was shocked to hear a historical accounting of a pastor that was let go because he wanted to obey God and the Holy Bible. The head pastor got rid of him because he was not willing to disobey God and the Holy Bible. Let that sink in for a minute. Matthew 5: 11-12 "Blessed are you when people insult you, persecute you and falsely say all kinds of evil against you because of me. 12 Rejoice and be glad, *because great is your reward in* heaven, for in the same way they *persecuted the prophets who were* before you. I know this pastor was taken care of, and is in high esteem for staying true.

It can still be hard to stomach a head pastor getting rid of other pastors who disagree on how to reach the lost. The head pastor believes in arm twisting, and forcing. The pastor that was let go believes in showing love, kindness, and grace. I think you know where I stand on this issue. I do not believe

in forcing. I do not believe in arm twisting. To me those are immoral, unethical, and the opposite of what the Holy Bible teaches. Matthew 5:5 Blessed *are the meek, for they will inherit the earth*. There is nothing meek about arm twisting and forcing. We come to God willingly or we actively rebel against Him.

It shocks me that this kind of behavior happens at a church. I guess it should not shock me when they call themselves a corporate church. Which means they are more like corporations or businesses than a church. I know plenty of companies where disagreement is not allowed. Suck ups are the ones that get to keep their jobs. Mark 8: 38 If anyone is ashamed of me and my words in this adulterous and sinful generation, the Son of Man will be ashamed of them when he comes in his Father's glory with the holy angels." There is a price to pay when we become worldly, rebel against God, and deny holiness.

As America gets more wicked, evil, demonic, and Satanic we are hearing more stories of persecution and discrimination against Christians. This is not the first time in world history Christians have been attacked by those actively rebelling against God. Luke 9:41 "You unbelieving and perverse generation," Jesus replied, "how long shall I stay with you and put up with you? Bring your son here." There were other wicked generations commented upon. Deuteronomy 32:20 "I will hide my face from them," he said, "and see what their end will be; for they are a perverse generation, chil*dren who are unfaithful.*" Time after time humans make the same mistakes and do not learn from. Rebellion against God does not work.

God Bless, Paul Bury

PRAYER

Jesus,

I know that I am a sinner and need Your forgiveness. Nothing I can do of my own power will give me true joy. I believe that You died for my sins. I want to turn from my enslavement to sins, and repent of them. I now invite You to come into my heart and life. I want to trust and follow You as my personal Lord and Savior. I welcome the transforming power of the Holy Spirit. Amen.

In an age with many companies releasing rushed games to market while charging for DLC, here's a certain refreshment that comes from playing retro video games. There's no need to worry about day one patches, or being tempted to pay for more content that might turn out disappointing, just to name a couple of things.

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experiences that are no longer so common. There's a reason many indie developers have turned to pixel art platformers for instance ... for a long time such titles weren't the dominant force they once were. Developers who grew up with these missed them, and now they are creating their own games in a similar style.

When it comes to value, etro titles are a good way to nexpensively stock up on qualty games. As much as I can get aught up in the excitement of ertain releases at launch, I need to be selective. The last game I oought on day one was Super Mario Maker back in September. As a rule I prefer to wait for a sale. In the meantime, I have a large back catalog of retro games to keep me entertained.



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A.MINTING

Compilations of retro games can offer a tremendous value. The Retro games also offer us SEGA 3D Classics Collection (released this past April) is a recent example. An assortment of enhanced, classic titles, released in a physical version, and at an extremely fair price. There's a lot to be appreciative of.

Of course we need to be smart when it comes to going retro. As much as I enjoy physical copies, some are simply not worth it the high cost. A current example is New Adventure Island, which just released on he Wii U Virtual Console for only \$5.99. With physical copies selling for well over \$100, what is the course of wisdom? (Eccl 7:12)

I appreciate Family Friendly Gaming's continued support of retro gaming. Thanks to them I've put such games as Outrun 2019 for the SEGA Genesis on my wish list. I'd like to see retro reviews expand even further down the road. There's plenty I enjoy about new releases. I always have; I likely always will. That said, retro titles have secured their place in my gaming heart. Good-Natured Gamer

RETRO IS KING



Good Natured Gamer makes many wonderful and important points. Some retro video games are expensive to purchase nowa-days. Others are very cheap. We need to be wise in how and where we spend our money.

e,

<u>jan</u>

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For a very long time we tried to keep up with the Joneses in terms of video games. We got the latest, greatest, newest, etc. Then we had some readers ask us if we would be willing to give some time and attention to retro video games. As we started to walk down that path our perspective changed. Patience increased, and contentment increased.

> At times it feels like exploring history. Especially with games we missed the first time around. Thankfully a Game X Change opened a store in our neighborhood. I am constantly amazed at how many interesting games we missed over the years. We find games for reviews, video captures, and more. It amazes me how many people are reception of seeing this games being given coverage again.

Don't worry we still cover new games. We just opened the door to retro games. **Paul Bury**

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Nintendo Entertainment System: NES Classic Edition Announced

If you see a Nintendo Entertainment System on store shelves this Christmas shopping season, you haven't entered a time machine. (Unless everyone around you is wearing acid-washed jeans and neon leg warmers. If that's the case, you may have unknowingly walked through a rift in the space-time continuum.) The most likely scenario is you are setting eyes on the Nintendo Entertainment System: NES Classic Edition, launching in stores on Nov. 11 at a suggested retail price of \$59.99. That's right: The NES is back! But this isn't the same NES that you fondly remember. This new nostalgia-fueled system is a near-identical, mini replica of Nintendo's original home console and plugs directly into your high-definition TV using an included HDMI cable. The console comes complete with 30 NES games built in.

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The system comes packaged with an HDMI cable, an AC adapter and one NES Classic Controller, which is patterned after the iconic design of the original NES controller. But you really just want to know the full list of 30 games, right? Feast your eyes on the fantastic collection of NES classics included with each and every system: Balloon Fight[™] BUBBLE BOBBLE Castlevania[™] Castlevania II: Simon's Quest[™]

Donkey Kong™

Donkey Kong Jr. "



In The News Continued

In The News Continued

Hintendo Recentered antes

DOUBLE DRAGON II: THE REVENGE Dr. Mario[™] Excitebike™ FINAL FANTASY® Galaga™ **GHOSTS'N GOBLINS® GRADIUS**[™] Ice Climber™ Kid Icarus™ Kirby's Adventure[™] Mario Bros.^{**} MEGA MAN[®] 2 Metroid™ NINJA GAIDEN PAC-MAN[™] Punch-Out!! [™] Featuring Mr. Dream StarTropics™ SUPER C[™] Super Mario Bros.™ Super Mario Bros. [™] 2

Super Mario Bros. ™ 3 TECMO BOWL

The Legend of Zelda[™] Zelda II: The Adventure of Link[™]

There's a little something for everyone: a nice mix of timeless favorites, cult classics and maybe even some games that you never got around to playing. Each is sure to bring back memories and produce plenty of new ones. You can even enjoy playing several of these games with two players by attaching a second NES Classic Controller, which will be sold separately at a suggested retail price of \$9.99. A Classic Controller or Classic Controller Pro can also be used (each sold separately).

When connected to a Wii Remote controller, the NES Classic Controller can also be used to play Virtual Console NES games on a Wii U or Wii system. Playing these retro games using a retro controller makes the experience that much more authentic. And if you ever need to step away from the NES Classic Edition in the middle of a tough level (or take a break to call one of Nintendo's helpful Game Counselors*), don't worry about losing any hard-earned progress. Each game has multiple suspend points, so you can start where you left off at a later time, no passwords needed.

What's old is new again with the Nintendo Entertainment System: NES Classic Edition. Relive past glories. Finish off that boss you never beat. Save the galaxy and rescue the princess!

*Please only call if you have indeed entered a time machine. The Game Counselor program no longer exists in 2016.

Riptide GP Renegade Releases

Independent developer Vector Unit, announced Riptide GP: Renegade is launched on PS4, Steam, Apple TV and NVIDIA SHIELD Android TV. Other platform releases which include Xbox One, Windows 10, iOS, and Android will be coming shortly after. The PS4, Xbox One, Steam, and Windows 10 versions will be priced at \$14.99, while Apple TV and NVIDIA SHIELD TV will be priced at \$9.99.

Riptide GP: Renegade is the first game in the popular water racing series to be developed from the ground up for modern



consoles and desktop PCs. "With Riptide GP: Renegade, we've

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cranked up the action to make it more of a classic arcade racer," says CEO and Creative Director Matt Small. "It still has the speed and dynamic water that players love. But the races are bigger and more explosive, with transforming vehicles, interactive obstacles, and secret shortcuts."

In Riptide GP: Renegade, players race rocket-powered watercraft through futuristic environments while pulling off crazy mid-air stunts, outrunning cops, and boosting their way to the front of the pack.

Game modes include the challenging single player Career mode, 8 player online races, asynchronous ghost racing challenges, and split screen local multiplayer.

Families are required to pay Internet usage fees to download this game. For more information please click here.

In The News Continued

International House of Prayer in Kansas City Launches 30-Day Prayer Challenge

Thousands have already joined the fast-growing prayer movement with IHOPKC founder Mike Bickle, in partnership with Charisma House, to embark on a life-changing 30-day encounter with God to establish a genuine, consistent prayer life.

The Growing in Prayer 30-Day Challenge comes at a time when so many feel compelled to unite in prayer as the world continues to grapple with terrorist attacks, mass shootings, and tragedies. "There is no better time in our world for a deeply impactful prayer challenge and call to intimacy with God than right now," said Steve Strang, founder and CEO of Charisma Media, publisher of Bickle's Growing in Prayer.

The 30-day prayer challenge, found at growinprayer.com, inspires participants through free downloadable resources each week such as an eBook, teachings, videos, and challenges from Bickle.

"My aim is to help people establish a consistent lifestyle of

prayer," Bickle says. "First, to give practical instruction on what to do to develop a life of prayer; second, to give a biblical understanding of different types of prayer and the principles associated with them. But ultimately it's an effort to help people connect with God in a sustainable, authentic, and intimate way."

As author of the powerful book Growing in Prayer, Bickle understands that it can sometimes be difficult to talk to God. With this in mind, the challenge resources provide practical strategies that anyone can learn, such as establishing set times for prayer and developing effective prayer lists.

"Over his thirty years in ministry Mike Bickle has learned how to effectively communicate with God. To learn this vital technique from a respected spiritual leader such as he is truly a privilege not worth missing," Strang added.

Π 7

MUKE

BICKL

Bickle also personally engages participants through social media platforms facebook.com/GrowInPrayer and facebook.com/ihopkc, where prayer challenge highlights can be viewed and shared.

IHOPKC is best known for its prayer room, which has run 24/7 since its 1999 launch with live worship teams and subsequent broadcasts on its website.

GROWING PR

A REAL-LIFE GUIDE to TALKING with GOD



Feasider and director, international linese of Prep-

Retro-Bit Generations Console Announced

This past June, Innex Inc[®]., an exclusive distributor of Retro-Bit[®] unveiled the brand's newest product at the 2016 E3 Expo - Retro-Bit Generations, a plug and play console loaded with more than 100 classic retro games estimated to be available in the Fall of 2016 for \$59.99*.

Unlike the previous Retro-Bit consoles, which ran and read gaming cartridges, Retro-Bit collaborated with world-renowned gaming developers like Capcom, Data East, Jaleco LTD., IREM and more to provide a full-fledged roster of titles easily recognized

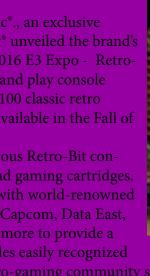
and admired by the retro-gaming community such as, Ghosts'N Goblins™, Gun.Smoke™, Kid Niki Radical Ninja, Kung-Fu, Captain Commando[™], Kickle Cubicle, Rival Turf, Super R-Type, The Super Bases Loaded Series, Knights of the Round, Brawl Brothers, Ring King and more! Along with a catalog of popular gaming titles, the Retro-Bit Generations is accompanied with two USB retro-

style six button controllers and designed with a sleek user-friendly interface and AV and HDMI ports. The console also includes an SD card slot allowing users to save or transfer archived game progress to other consoles.

"Retro-Bit has been known to make products for the hardcore retro gaming crowd, and we are thrilled that Retro-Bit created a product that is aimed at a wider audience. We believe that the Retro-Bit Generations is a fantastic introduction for beginners into the world of retro gaming, however, it includes a lot of titles that resonate with experienced gamers." Said Ron Pang, Vice President of Sales and Marketing for Innex Inc. With the success of Retro-Bit's previous consoles (Super Retro-Trio[®] and the Retro-Duo[®]), which operates on gaming cartridges, the Retro-Bit Generations opens retro gaming to new patrons of all ages. Retro-Bit continues to make great strides to bridge the gap of between gamers past and present.

MSRP (Tax not included) - Subject to change without notice "Innex Inc" is a registered trademark of Innex Incorporated. "Retro-Bit" is a registered trademark of Retro-bit. "Retro-Bit Generations," "Super Retro-Trio" and "Retro-Duo" is a trademark of the same company.

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In The News Continued



In The News Continued

In The News Continued

John Hagee's Star-Studden American Gospel Celebration

Pastor John Hagee will keynote the threeday, star-studded American Gospel Celebration Sept. 1-3 in Louisville's Freedom Hall at the Kentucky Exposition Center. This event is not only a celebration of faith and freedom but also honors military veterans. Top artists set to perform include Grammy and Dove Award-winning Diamond Rio, Lee Greenwood, Larry Gatlin, The Crabb Family, Canton Junction and many more.

Adding to the excitement of the American Gospel Celebration, the Military Warriors Support Foundation will honor three combat-wounded heroes and/or Gold Star spouses by awarding them mortgagefree homes during the event. The foundation's CEO and founder, Lt. Gen. (Ret.) Leroy Sisco, will make the presentation.

"Come celebrate your faith and free-

New Life Celebrates Beautiful Moments

Starring Erin Bethea, NEW LIFE is this generation's new favorite romance. A love story making all of life beautiful. NEW LIFE premieres in selected markets Oct. 28. Bethea first shot to fame playing an unhappy wife in the 2008 surprise hit FIREPROOF, the year's no.1 indie film. Now Bethea plays a wife whose love story, with her husband, takes on the worst life can throw. "NEW LIFE follows Ben and Ava, who meet as children, marry as young adults and together face what life brings," Bethea said. "Audiences respond to seeing young love become something lasting and strong. We wanted to inspire audiences with love's power, in any circumstance, to give strength and hope."

NEW LIFE also stars Jonathan Patrick Moore and veteran stars like Terry O'Quinn, and James Marsters. Drew Waters dom with outstanding music as we explore God's Word together finding wisdom from its timeless truth," Pastor Hagee said. "I'm also thrilled to have General Sisco join us to honor military heroes. This is an event not to be missed."

A special pre-show tailgating event outside the Expo Center kicks off the Celebration Thursday, September 1 and each subsequent night, featuring eat-and-greet with performers, food trucks, giveaways, and more. Plus, a social media contest yields one individual or group the chance to perform at the tailgate party. Attendees can bring a lawn chair and kick back for live music, and more.

The American Gospel Celebration follows the Thursday Tailgate Event with a night of teaching and song. As Pastor Hagee encourages audiences to celebrate faith and freedom, musical groups will include The Crabb Family, The Isaacs, Larnelle Harris, Canton Junction, and Voices of Lee.

makes his feature film directing debut with NEW LIFE, for which he recently won Best Director at the Love International Film Festival in Los Angeles. "I was drawn in from the first scene," said Jim Stovall, New York Times best-selling author of The Ultimate Gift. "I found myself impacted on every possible emotional level."

SYNOPSIS: Benjamin Morton's (Jonathan Patrick Moore) life changed forever the day he met the little girl next door. Ava (Erin Bethea) was and always would be the girl of his dreams. What began as a childhood friendship grows into a meaningful relationship as the two plan out their lives together. When life takes a turn neither of them expected, their entire future is called into question, and they must decide what it really means to make the most of life. NEW LIFE is produced and co-written by Bethea and Waters as the premiere feature of their production company Argentum Entertainment.

Too Many Press Releases are Ads

Too many of the press releases that companies are sending out are just advertisements. Look at many of the press releases for Day One Editions of video games. How about the Collector's Editions? Many of these press releases come with advertisement links to the company's stores. Then readers can give those companies excessive amounts of money for worthless trinkets. Maybe it hits me harder since some of my ancestors sold portions of America for trinkets.

This is one of the reasons Family Friendly Gaming heavily edits the press releases these companies send out. There is the propaganda and lying problem in many of the press releases. We are also realizing that too many companies are including advertisement links to their Youtube, Facebook, Twitter, and stores. They are trying to use the gaming media as free advertisement avenues.

Unknown Fate is coming to PC and consoles

1C is thrilled to announce that it will be publishing Unknown Fate. This mysterious story-driven first person adventure, under development by MarsLit Games, is scheduled for release in Q3 2017 for Windows PC with VR support, Mac, PS4 and Xbox One. A sneak peek will be available at Gamescom this August.

Set off on an amazing journey through Unknown Fate. Passing seamlessly from the



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This is insulting when it comes from millionaire and billionaire companies. They can afford to pay for the advertisements they are sending out. Instead they lie and say it is a press release. That can be a pretty blurry line. Know what is not blurry? Statements like: "Purchase it now." We are always on the look out here at Family Friendly Gaming for companies trying to sneak by their advertisements as press releases. I love the press releases that are all about how they have a new video on their Youtube channel. *cough* ADVERTISEMENT *cough*. What dismays me is to see other gaming sites publish these advertisements as if they are actual, real, and genuine news. How about the statement in some press releases that says: "for more information on this game go to the company's website." Guess readers never need to use that gaming site for information again huh? Publishing that shoots gaming media outlets in the foot. Read more here.

real world into a surreal universe you'll come across strange characters and unfamiliar artifacts.

Engulfed in mystery, you'll take cautious steps deep into the unknown, only to have your mind swept away by yet more questions, nibbling at your grasp of what you think is real and true – your certainties will start to crumble.

With no way back and a strong urge for answers beating in your temples, you push on, striving to get grip on the odd difficulties surrounding you, eagerly awaiting the moment your mind will be untangled when the thread of your journey finally unravels all the way. But there is some way yet to go...

"Soon you will have all the answers to your questions. But you still have so much to see..."

WE WOULD PLAY THAT!

REVIEWS

There are all kinds of cool famly friendly video game ideas out here. This column features ideas of video games we would play. We hope games like these are created n the near future. Can you make it happen?

Video games teach us a wide array of things. Family Friendly Gaming would like to see a missionaries video game. Think about this. You character is in a foreign country where strife and war reigns supreme. Families could take on the role of a healer trying to help the war torn area toward a better future. Love and kindness would improve upon the hate and death.

Real life missionaries tell of stories where their lives were in langer and angels of the Lord kept hem safe. So there could be levels where angels are defending the nissionaries from Satanic forces. This would free the missionares to bring more people into the Kingdom of God. This is the kind of a video game the super majority of Americans who self identify as Christian could get behind. This s the kind of a video game that yould be a system seller.

There are so many different countries this could be put in. All over the world Christians are persecuted for their faith. A misionary game could even be done in America. With the attacks on Christians in America, it could open the eyes of those doing the evil deeds. It could show them how hey are trying to steal rights from Christians and how they violate he First Amendment.

There could be all kinds of diversity in a missionaries game. From the ethnic members to the countries, and more. Imagine

Isaiah 5:20

having to come back to sponsoring churches and share the events in the field that missionary is in. There are so many good angles with this kind of a video game. So much opportunity to learn, grow, improve, and mature the entire video game industry. Can you see it?

Entertainment teaches and olds society in ways that make it etter or worse. For sixty years we ave had worse and worse enterainment that has degenerated ociety further and further down. There are now open rebellions gainst God in America. Things nat are good are attacked whereas nings that are evil are promoted, ncouraged and celebrated. Chrisans need to get involved in the ntertainment, media, and educaon industries to fix this problem. *N*ill you be a part of the solution, or let the problem get worse?

Welcome to our reviews section. We have a couple of rules when it comes to our reviews. The reviewer must give an honest accounting as to why he/she liked or disliked something. No fanboy reviews allowed here, or at the very least they are discouraged (after all everyone has their own personal biases, likes, and dislikes). Everyone also has different tolerances, and weaknesses - we strive to keep that in mind in our reviews. We have been burned ourselves by reviews saying a certain game is great, only to be greatly offended by that game. Reviewers must be kind in their reviews. A game may be horrible, but there is no need to degrade the developer, publisher, artists, etc. There is also no need for name calling.

We review video games on five separate criteria: graphics, sound, replay/extras, gameplay, and family friendly factor. Review scale can be found here. The editor in chief coordinates reviews to have as much cohesion as possible. We are very open about the way we review video games. Each section starts with a 75 score, and can earn or lose points based on the content of the game, using our grading scale (found on the website).

Parents, please do not take any of our reviews as gospel. Different people are offended by different things. We work hard here at Family Friendly Gaming to discern the good from the bad in the teachings of each different video game. What may seem harmless to our reviewer(s), could be a big deal to you. We encourage you to spend time with your children and investigate each video game yourself. Each review is written with you in mind, and we try to mention each problem we find. We are not perfect, and miss things from time to time - just as the ESRB does. The ESRB rating is merely a start, and since they ignore many of the moral and spiritual factors important to parents all across America, we do our small part to fill that huge void. We are a small ministry and your prayers are so very important to us.

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Questions, suggestions, comments, or got a game you would like for us to review? Then please email us at: Gamereviews@familyfriendlygaming.com.

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	•
67	32
67 50 56	32 34 33
	50 60 54 56 <u>Score</u> 80 62 <u>Score</u> 67 50

Woe to those who call evil good and good evil, who put darkness for light

and light for darkness, who put bitter for sweet and sweet for bitter.

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SCORE: 80





SCORE: 62

My hubby is so amazing. He constantly prioritizes games others are interested in before himself. His example of service is something PR and Marketing agencies for video games could learn from. This is exactly why Family Friendly Gaming purchased a copy of Disney Art Academy. He knew this drawing game was of interest to me. He made sure it was at the top of the list so I was taken care.

There are over eighty characters to draw in Disney Art Academy. The story involves an art academy - I know pretty lame. What I like the most about Disney Art Academy is it starts us with coloring and then moves us slowing into more complex drawing. There are plenty of art lessons to learn from Disney Art Academy on the Nintendo 3DS.

ende eveloper: Headstrong Games vstem: Nintendo 3DS ating: 'E' - Everyone SIX and OLDER ONLY

Family Friendly Gaming



The graphics in Disney Art Academy look as good as vou can draw. There are different widths to the pencils and brushes in Disney Art Academy. We can also paint on



different layers of the drawing. Disney Art Academy is not going to be exactly like the real thing. It can emulate real life drawing enough so families can see if an investment in the costly equipment makes sense. I enjoyed my time with Disney Art Academy.

If you are into art and into Disney then Disney Art Academy is a game that may interest you. I liked playing this hand held drawing game. It is not at the quality of CAD software, but then there is also a large price differential. Families can share their drawings via local play, download play, and the Internet.

> The music in Disney Art Academy is pleasing to the ear canal. I hope to see more games like Disney Art Academy in the near future. Would you like a video capture of this hand held game? - Yolanda



Graphics: 80% Sound: 80% Replay/Extras: 80% Gameplay: 70% Family Friendly Gaming: 90% I am very thankful Family Friendly Gaming purchased a physical copy of Sega 3D Classic Collection on the Nintendo 3DS. Especially when we consider the failures from the PR and Marketing over at Sega. They might even want to deny you the right to a review from Family Friendly Gaming. At this point any kind of unethical acts from them would not surprise me.

Sega 3D Classic Collection contains nine retro Sega video games. They are Power Drift, Puyo Puyo 2, Sonic the Hedgehog, Fantasy Zone II W, Galaxy Force II, Thunder Blade, Altered Beast, Fantasy Zone II, and Maze Walker. The majority of these games are violent. In fact there are



veloper: M2 stem: Nintendo 3DS ating: 'E10+' - Everyone TEN and DLDER ONLY {Alcohol Reference, tasy Violence}

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too many shooters in this compilation for my personal tastes.

cent racing game. I just wish I did not always immediately get passed and put in 12th place at the start of every single race. Puyo Puyo 2 is a puzzle game where we match Walker is an interesting top down maze game that was actually engaging. Sonic the Hedgehog is the only other family friendly title in Sega 3D Classic Collection. I have played it on so many other systems it is not that interesting to play again.

I love being able to save my progress in each of the games in Sega 3D Classic Collection. Some of the controls in Sega 3D Classic Collection are horrible. Why do we need two similar Fantasy Zone games? One of them is more than enough. Altered Beast is a game that should have stayed in the past. Man





Power Drift is a defour of the same colored blobs. It can be a difficult game. Maze



that game was horrible. It brought back bad memories. The content families need to be notified of in Sega 3D Classic Collection is violence, blood, gore, explosions, false gods, and more. The music in Sega 3D Classic Collection is pleasant. I enjoyed listening to most of the games in Sega 3D Classic Collection. Even though Sonic the Hedgehog has been on so many other systems, I did enjoy playing it on this cartridge. I also liked being able to save to collect the Chaos Emeralds easier.

Sega 3D Classic Collection is a bit too violent heavy for my tastes. There are a few gems in here like Maze Walker. - Paul

Graphics: 50% Sound: 60% Replay/Extras: 80% Gameplay: 60% Family Friendly Factor: 60%



An EnsenaSoft, S.A. de C.V. Production A game designed by Samuel DenHartog lith art from Luis Millán Humaran, Carcará Studio & Meta3dStudios And digital images from the National Gallery of Art

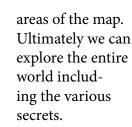
C Copyright 2014 by EnsenaSoft, S.A. de C.V.

this morning: Hello, hello proclaim the bright day of the soul, am off to the house of my best friend. This is a journey I will see through to the end. What treasures will I collect along the way? that puzzles will I solve throughout the day



Family Friendly Gaming recently purchased a physical copy of Ori and the Blind Forest Definitive Edition. I am so happy to see this once digital download only make it into the realm of reality in the form of a physical copy. I am not sure why Microsoft and Moon Studios PR and Marketing firms were untrained in replying to emails.

Ori and the Blind Forest Definitive Edition reminds me of older games like Castlevania Symphony of the Night in terms of level design and layout. Ori and the Blind Forest Definitive Edition is a 2D side scrolling video game where we earn new abilities that allow us to access new



There is blood, gore, and violence in Ori and the Blind Forest Definitive Edition. I am shocked the ESRB missed all of that because it is readily available once we start shooting the enemy creatures. Their dead bodies do vanish after a bit. There is also religious content in Ori and the Blind Forest Definitive Edition in the form of a giant tree and a variety of spirits. The main character in this game absorbs the essence of dead spirits. Ori and the Blind Forest Definitive Edition can be challenging in spots. I had some problems getting through



ft Game Studios oper: Moon Studios tem: PC/Xbox One(tested) ting: 'E' - Everyone SIX AND LDER ONLY {Mild Fantasy Vio-

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ADVERTISEMENT

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Ori and the Blind For est Definitive Edition



SCORE: 69



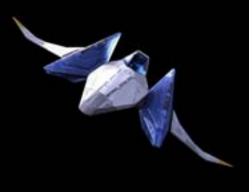


certain areas. The good news is Ori and the Blind Forest Definitive Edition lets players save anywhere. So I learned to save often. I also really like the abilities that can be earned in this game. Players can pick the path of upgrades they want to pursue.

Overall I enjoyed my time with Ori and the Blind Forest Definitive Edition on the Xbox One. I wish the religious content in Ori and the Blind Forest Definitive Edition had reinforced the super majority of Americans instead of attacked it. I like the game play style of unlocking the map and finding new areas after abilities are earned.

- Paul

Graphics: 60% Sound: 70% Replay: 80% Gameplay: 80% Family Friendly Factor: 55%







SCORE: 53

Would you like to know how to play the piano?

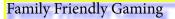


Star Fox Zero is the worst Star Fox video game I have ever played. This space shooter that also has some Robotech transformations in it (and lets us move around on

the ground) has the worst controls of a game I have played in years. We look at the TV screen to fly around, and then look at the Wii U Gamepad to shoot things. The gyroscope is clunky at best. I crashed into things because I was looking at the other screen way too often.

Star Fox Zero has violence in it. We shoot and blow up all kinds of different things. Many of them are robots. Others have creature in them. They have to die out there in space yah know? Especially after I blew up their ship. To be fair they are trying to conquer the universe or galaxy or whatever it is we are defending. I noticed some Star Trek like stars in

eveloper: Platinum Games, Ninendo EPD vstem: Wii U ating: 'E10+' - Everyone TEN and LDER ONLY {Fantasy Violence}





certain parts of Star Fox Zero.

Since Star Fox Zero is so short expect the difficulty to be cranked up there. The five hour main story has to be beaten before multiplayer is available. How lame is that? Especially for a frustrating game that is easy to die in. I am thankful Family Friendly Gaming purchased a copy of



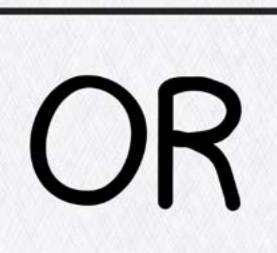
Star Fox Zero so all ya'll can avoid it. Do not buy this game. Star Fox Zero comes

with Star Fox Guard which carries on the watch two different screens at once horrible game play mechanic. I was able to play Star Fox Guard with a spotter. They told me what camera to swap to on the Wii U Gamepad, and then I looked at the TV screen to blast some robot trying to get into my base. Star Fox Guard is sort of a tower defense game. We just can't build new defenses. The robot frog that picks up drops is pretty cool. Way better than Slippy.

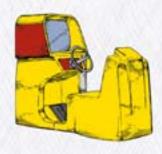
Star Fox Zero gave me a headache. No wonder the price of Star Fox Zero plum-

meted so quickly. Star Fox Zero is more of a failure than the PR and Marketing for Nintendo is. That is saying a lot if you know what I mean. - Sam

Graphics: 55% Sound: 60% Replay/Extras: 70% Gameplay: 20% Family Friendly Factor: 60%



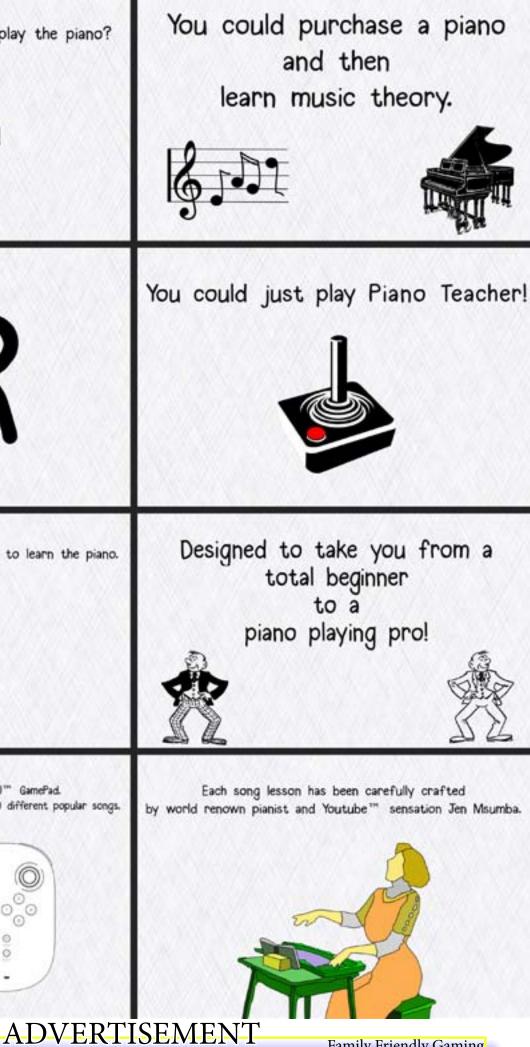
Piano Teacher is a fun and interactive way to learn the piano.



Simply use the Touch Screen on the Wii U"" GamePad. You press the red key on the piano to easily learn 20 different popular songs.



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SCORE: 67

I am so thankful Family Friendly Gaming purchased Disney Infinity 3.0 Finding Dory Play Set. It was found

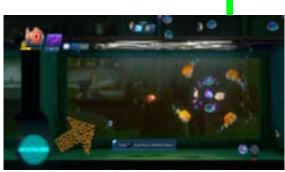
on sale for fifteen dollars. Which is a decent price for a game that takes two to three hours to beat. In some ways we feel cheated since Disney Infinity 3.0 Finding Dory Play Set is so short. I guess it follows the movie. I have not seen it because of the sexual deviancy controversy surrounding it. Why does Hollywood have to attack Biblical normal and natural marriage? Why must they always try to redefine things into a rebellion against God?

There are two kinds of levels in Disney Infinity 3.0 Finding Dory Play Set. There are the 2D side scrolling swimming levels. Then there is the Morro Bay area which is done in 3D. We swim around that

eveloper: Avalanche Software stem: PC/PS3/Wii U/Xbox 360/Xbox ne/PS4(tested) ating: 'E10+' - Everyone TEN and LDER ONLY {Cartoon Violence}

small area, place buildings and find things. We can also talk to movie characters in that area too.

The story in Disney Infinity 3.0 Finding Dory Play Set is pretty generic. We are going into the areas to save fish. We get three helpers in Disney Infinity 3.0 Finding Dory Play Set. One of them eats algae to clear the way, another lights up dark areas, and the final lets us walk up against the currents. These allow us



the ability to progress through levels and earn secrets. Each level has three stars that can be earned.

The controls in the 3D area gave me fits. We target where to go and then press a button to move. This is bad when you are too close to a cliff ledge or wall. The 2D levels control decently, although I ran into a glitch in our video capture. I hope you enjoy the ten part video capture series we did on Disney Infinity 3.0 Finding Dory Play Set.

The playset comes with Dory and the two house level pack. They look good. There is also a Nemo character that works in Disney Infinity 3.0 Finding Dory Play Set. I could not find one to purchase so

> I can not speak to that. Dory has some nice level ups. Health being one of the more important ones especially for the end area with all those robotic eels. This game is a short ending to Disney Infinity. - Paul



Graphics: 75% Sound: 80% Replay/Extras: 50% Gameplay: 60% Family Friendly Factor: 70%

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I am thankful Family Friendly Gaming purchased a copy of Star Ocean Integrity and Faithlessness on the PS4 for this review. The plagiarized BSG music welcomed us into this role playing game. Star Ocean Integrity and Faithlessness feels like a Square Enix game. It does not feel like a Star Ocean game though. It takes forever to get into space, and then we still spent more time on the initial planet.

The issues families will have with Star Ocean Integrity and Faithlessness is violence, blood, magic, enticement to lust, lack of attire, bad language, graphical glitches, false goddess, demons, can't save often, and more. Star Ocean

Integrity and Faithlessness contains plenty of back and forth travel. It gets boring, just like the repetitive battles.

The music in Star Ocean Integrity and Faithlessness is good. There are points when the graphics impressed me, and others where it seemed a bit bland. The map to battle transition is flawless. The same goes for the map to cut scene. In fact Star Ocean Integrity and Faithlessness circle while the characters are prattling on about saving the



er: Tri-Ace m: PS3/PS4(tested) ' - THIRTEEN and OLDER LY {Fantasy Violence, Mild Blood, ld Language, Suggestive Themes, Use o



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SCORE: 56



keeps the player stuck within a little girl again and again. The writers really did not have much creativity in the story telling of Star Ocean Integrity and Faithlessness. The voice acting

in Star Ocean Integrity and Faithlessness is okay. I did not find much intensity of emotion. I liked when my party grew to seven members. Like a slinky the party membership in Star Ocean Integrity and Faithlessness shrinks and grows. If you die in battle you go back to your last save.

For a role playing game Star Ocean Integrity and Faithlessness is really short. Players can grind (and will need to), go on side quests and explore the areas they have seen ten times already. In my opinion Star Ocean Integrity and Faithlessness is worth fifteen to twenty dollars brand new. Nothing more. - RPG Master

Graphics: 50% Sound: 50% Replay/Extras: 70% Gameplay: 60% Family Friendly Factor: 50%







The Com

SCORE: 50

The Mighty No 9 is being held up as example of why people should not fund Kickstarter campaigns. The controversy this Mega Man clone created in the industry has been huge. What

about families though? Normally when the worldly get all mad at something it is because it is Godly. Does that apply to Mighty No 9?

If you like a video game that produces cheap hits, insane difficulty, and controls that sometimes leave you then Mighty No 9 is a video game for you. We have a robot rebellion, Dr White, absorbing robot powers and more in Mighty No 9. The absorbing in Mighty No 9 is done on normal enemies as well as the bosses. So what Mighty No 9 degenerates into is shoot them, absorb them, rinse and repeat. If it was not for constantly dying and getting game over screens Mighty No 9 might

her: Deep Silver eveloper: Comcept, Inti Creates

stem: PC/Xbox 360/Xbox One/Wi /PS3/PS4(tested ating: 'E10+' - Everyone TEN and LDER ONLY {Cartoon Violence}





actually be interesting. The voice acting in

Mighty No 9 is horrible. Why can't they hire someone like our editor in chief? He would certainly do a way better job than what was published in Mighty No 9. The graphics are not that great. They remind me of 32-bit video games. In fact there are some 32-bit video games that look better than Mighty No 9. Lips do not move

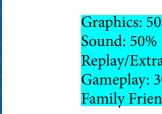


in cut scenes. There is plenty of violence, explosions and a wide array of ways to die.

I did not find any casual mode which means families will not want to even consider spending money on Mighty No 9. Gamers should be paid by the company to play Mighty No 9. The variety of glitches in Mighty No 9 are annoying. Mix in few lives and too many ways to die, and we have a recipe for disaster. The only thing I would find interesting about Mighty No 9 going forward is where the companies went wrong. Like a documentary on that.

If you like to practice the same levels over and over again trying to be perfect, then

Mighty No 9 may be for you. I am thankful Family Friendly Gaming purchased Mighty No 9 for this review. The PR and Marketing for this game failed almost as bad as the game itself. - WMG



Graphics: 50% Replay/Extras: 70% Gameplay: 30% Family Friendly Factor: 50%

I received Star Trek The Complete Series as a Christmas gift. It has taken me seven months to get through the seventynine episodes on twenty-five discs that takes over sixty-eight hours to watch. For me Star Trek The Complete Series is historical. It is one of the early shows where rebellion against God was taught. It is also one of the early shows that was a part of the re-definers movement. We now suffer from all of the ills thanks to fifty to sixty years of attempts to redefine America.

Star Trek The Complete Series contains violence, enticement to lust, lack of attire, religious teachings of evolution, hypocrisy on anti-

violence, and anti-gun beliefs, blood, death, and more. Star Trek The Complete Series also preaches against rac-

ism. It is sad that racism in our culture has swung from one side to the other. Now white people are told to sit in the back of the bus or they are brutally beaten. That is the progress given to us from those that have actransform America. ments in Star Trek The Com-

plete Series. They are also interesting concepts. I marvel at how they never thought com-



ublisher: CBS Broadcasting Peveloper: CBS Studios vstem: DVD Rating: 'NR' - Not Rated



Page 35



SCORE: 60



Complete Series. To be fair some of the inventions came to be because of the show providing the idea in the first place.

The seven hours of bonus content showed

tively worked to fundamentally There are funny moputers would get smaller in Star Trek The Complete Series. It is fun to see all of the things they got right and wrong in Star Trek The

some cool behind the scenes and also taught me some fun facts. Like what? Well I did not realize Gene Roddenberry was such a troll. He knew he was doing things that would cause an uproar. He did it to cause the turmoil. For me this knowledge lowers my opinion of the man and the franchise as a whole.

There are plenty of campy moments in Star Trek The Complete Series. The rocks in the background are some of the funniest characters in this show.

- Paul

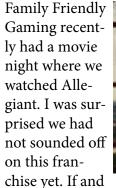
Graphics: 40% Sound: 60% Replay: 90% Gameplay: 60% Family Friendly Factor: 50%







SCORE: 50



when we get time we will need to go back to previous movies and do reviews. Allegiant is in the Divergent series. We finally meet people outside the wall and find out what the Chicago experiment is all about.

SPOILERS ALERT! Those evil pharmaceutical companies tried to genetically alter children to create perfect people. Sounds like Nazi Germany huh? There is a group trying to return humanity to its genetic original state. Tris is the only known complete pure human to come out of the Chicago experiment. The rest are considered damaged.

Four learns more about what is going on outside the wall than Tris does. The

veloper: Summit Entertainment stem: DVD ting: 'PG-13' - Parents Strongly Cauoned {Intense Violence, and Action, The atic Elements and some Partial Nudity

Family Friendly Gaming

director whom is generally referred to as David is a lying, scheming, conniving slime ball. It seems like every single leader in the Divergent series is shown as bad. It is like Allegiant does not like anyone being given leadership.

Allegiant preaches against having any kind of different categories of people. Allegiant does not like some having rights that others do not. I wonder how the extreme liberalism of Hollywood ap-



preciates this movie? After all liberals keep trying to grant special privileged status to certain groups. I also wonder how Allegiant connects to rebellion against what God did at the Tower of Babel.

Allegiant has plenty of violence, death, kidnapping, theft, lying, nudity and more. Numerous scenes in Allegiant were not needed. Too many of them are drawn out when they did not need to be. Life is shown to have very little value in Allegiant. There are the haves and the have nots. The haves take from the have nots. A little lesson in there in Allegiant that shows how much he rich are hated.

Allegiant touches on some interesting issues, concepts and ideas. Take trials and

mob rule for example. Also how force is needed to overthrow someone you disagree with. Why was the Allegiant book split into two movies? Paul

Graphics: 40% Sound: 60% Replay: 50% Gameplay: 50% Family Friendly Factor: 50%



The music in Star Control is horrible. The sounds in this retro video game annoyed me to no end. The It gets boring blowing up other ships all the time in Star Control. It gets frustrating when you get

There are a lot of video games throughout history that I vaguely remember. Star Control is one of those games. There are a couple of modes to play Star Control in. They are Practice, Melee, and Full Game. There are seven races to pick from in Star Control. Each of them controls differently, has different skills, and different defenses. There are different fuel ratios, and different attacks. It takes time to learn Star Control. violent shooting sounds helped drown out the horrendous music. We blow up a variety of different ships in Star Control. Actually expect to get blown up a lot in Star Control. This is one tough game. The controls and the lag hurt Star Control tremendously. There is no ability to save your game in Star Control either. blown up over and over again. Star Control lead to real world anger. I suggest Family Friendly Gaming Uni-

verse steers clear of Star Control on the Genesis. If you want more information please watch our video of Star Control. It can be found here. - Paul

Developer: Toys for Bob ystem: Genesis ating: 'NR' - Not Rated



Saturda

I love how Family Friendly Gaming continues to explore retro games in the form of reviews. Saturday Night Slam Masters is a home console video game on the Super NES and Genesis. I played it on the first system mentioned. This is part fighting game, and part wrestling game. Saturday Night Slam Masters is played within a ring that has a bit of depth. There are also ropes and turnbuckles.

Saturday Night Slam Masters is really light on the modes. There is a single match, and Team Battle Royal. There are only eight wrestlers to pick from in Saturday Night Slam Masters. Again light on the content. The control take some training to figure out. Saturday Night Slam Masters is not an intuitive game. Some wrestlers in this game do not wear much clothing, so there is partial nudity and lack of attire.

The music in Saturday Night Slam Masters is good for the era. I enjoyed playing Saturday Night Slam Masters even if it took me many matches to get decent. Saturday Night Slam Masters increased my aggression levels and decreased my patience. I would give Saturday Night Slam Masters a thirteen and older only rating. - Frank

ublisher: Capcom Developer: Capcom vstem: SNES/Genesis lating: 'NR' - Not Rated

Page 37

Star Control

SCORE: 56





Graphics: 60% Sound: 40% Replay: 65% Gameplay: 55% Family Friendly Factor: 60%



Graphics: 50% Sound: 60% Replay: 50% Gameplay: 50% Family Friendly Factor: 60%

PROEVO s

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Participant and

Product: PES 2017 Company: Konami System: PC/PS3/PS4/Xbox 360/ Xbox One Release Date: TBA Rating: 'RP' – Rating Pending

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Family Friendly Gaming

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SAGNA

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Page 41

HP IS OF OCO

DEVELOPING



Product Name

Yooka-Laylee Farming Simulator 17 World of Final Fantasy Battle Chasers Nightwar Dragon Quest Builders Amiibos Silence

Page(s)

wrons Bird's-eye View Reset Cemera



Page 43

Product: Yooka-Laylee Company: Team17 System: Wii U/PC/Xbox One/ PS4 Release Date: Q1 2017 Rating: ''RP' - Rating Pending

Page 45



Product: Yooka-Laylee Company: Team17 System: Wii U/PC/Xbox One/ PS4 Release Date: Q1 2017 Rating: ''RP' - Rating Pending

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DEVELOPING GAMES

Farming Simulator 17

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Product: Farming Simulator 17 Company: Focus Home Interactive System: PC/PS4/Xbox One Release Date: October 25, 2016 Rating: ''RP' - Rating Pending

Farming Simulator 17

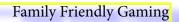
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DEVELOPING GAMES

Farming Simulator 17



Farming Simulator

Product: World of Final Fantasy Company: Square Enix System: PS4/PS Vita Release Date: October 25, 2016 Rating: 'RP' - Rating Pending

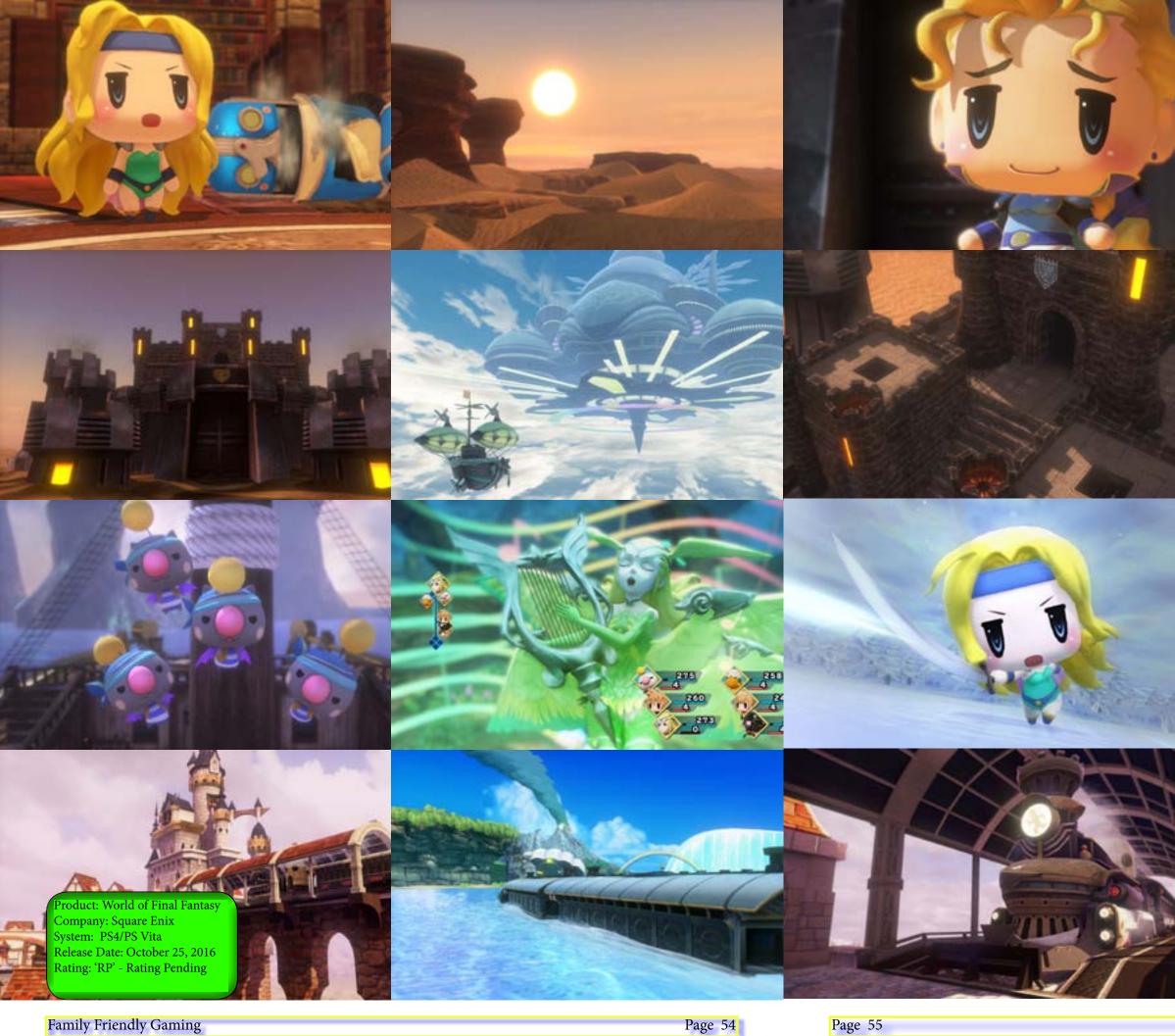
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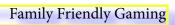
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Product: Battle Chasers Nightwar Company: Nordic Games System: Personal Computer Release Date: 2017 Rating: 'RP' - Rating Pending

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DEVELOPING GAMES



Product: Battle Chasers Nightwar Company: Nordic Games System: Personal Computer Release Date: 2017 Rating: 'RP' - Rating Pending id, I said 'your survival was likely', not 'it'll be easy'. scars won't be any worse than the old.

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DEVELOPING GAMES





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Reset Camera



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DEVELOPING GAMES

Page 67

Product: Silence Company: Daedalic Entertain-ment 1 System: Personal Computer Release Date: Q4 2016 Rating: 'RP' - Rating Pending Page 66



rel Length: 432mm Size: 5 shots

00:00

A standard rifle developed by Gallia's only arms manufacturer, the National Arsenal. Created during EWI, it was issued to Gallian soldiers and saw use in combat before the war's end.

sht:

69 - 73

74 - 79

OSEGA

. 7 (0

By minimizing changes made to the action ins models, developers were able e in realizing their design while also allowing for a wide range of uses through further customization.

Its name comes from its status as the first domestically designed rifle in the nation's history.

Attack enemytormation. 15 days remaining. Destroy, Mi Zhu 6 days remaining. Protect all allies from destruction.9 days remaining

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A Menu

Family Friendly Gaming

Galli

CONTE

ame An and the Three Kingdoms XIII

dventures of Mana

Fabulous Food Tru

alkyria Chronicles Rem

Reset Camera

Move Model

Move

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Thirteen heroes gather and face off in battle. After a fight like no other, only one will remain, the one truly worthy to be called a hero of the realm.

and the second second

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Q C CRuler Cao Cao 💿 1500 🛃 Adaptive 📰

C Zhong Yi with C Com with Cao Cao has been 45 mance of the Three Kingdoms oduct•1 XIII

Company: Koei Tecmo System: PC/PS4 Release Date: Out Now wish to from the relationship chart.

Rating: 'E10+' - Everyone TEN and OLDER ONLY {Language, Mild Violence, Use of Culture (X 6) Alcohol}

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Prost Gold Incor Supp Incor Comm

Farm

Cult

ODestroy enemy gate.13 days remaining. Attack enemy formation.4 days remaining. Obstroy Wang Lang.9 days remaining.

Family Friendly Gaming

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Page 73

Sumo: I wouldn't think of leaving you alone out here, what with roduct: Adventures of Mana duchy's minions about. My name is Sumo.

Company: Square Enix System: PS Vita/iPhone/Android Release Date: Out Now Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence, Alcohol Reference}

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Page 75





Bogard: Listen carefully. There was a time when the evil Empire of Vandole sought to bring the world under its control.

1

/ 6

Product: Adventures of Mana Company: Square Enix System: PS Vita/iPhone/Android Release Date: Out Now Rating: 'E10+' - Everyone TEN and OLDER ONLY {Fantasy Violence, Alcohol Reference}

37

86

6

Family Friendly Gaming



35/ 35

585 /741

HP





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Last ê 11

CONVENIS Julis-Alexia von Riessfeld

You're really something else, Ayato. Weird, but something else. Product Name

Candle

AW Phoenix Festa Sonic Mania Harvest Moon Skytree Village Seasons After Fall

S. Say

Page(s) 85 - 89

90 - 91 <u>9</u>2 - 95 96 - 97 98 - 99

culu the

- Fall

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5



Product: Candle Company: Daedalic Entertainment System: PC/MAC/Linux Release Date: Q3 2016 Rating: 'RP' - Rating Pending

Last Minute



Product: Candle Company: Daedalic Entertainment System: PC/MAC/Linux Release Date: Q3 2016 Rating: 'RP' - Rating Pending

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Last Minute Tidbits





oduct: AW Phoenix Festa Company: Bandai Namco Games ystem: PS Vita Release Date: July 26, 2016 Rating: 'T' - THIRTEEN and OLDER ONLY {Suggestive Themes, Partial Nudity, Language}

09:59

Ayato Amagiri

Page 90

33

MARCH LAND

in the

Kirin Toudou

Page 91

CORE 600 ME 1228-78 INGS 123

SCORE 0 TIME 0 16"58 RINGS 3

> Product: Sonic Mania Company: Sega System: PC/PS4/Xbox One Release Date: Spring 2017 Rating: 'RP' - Rating Pending

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SCORE 600 TIME 2" 21"86

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Last Minute Tidbits

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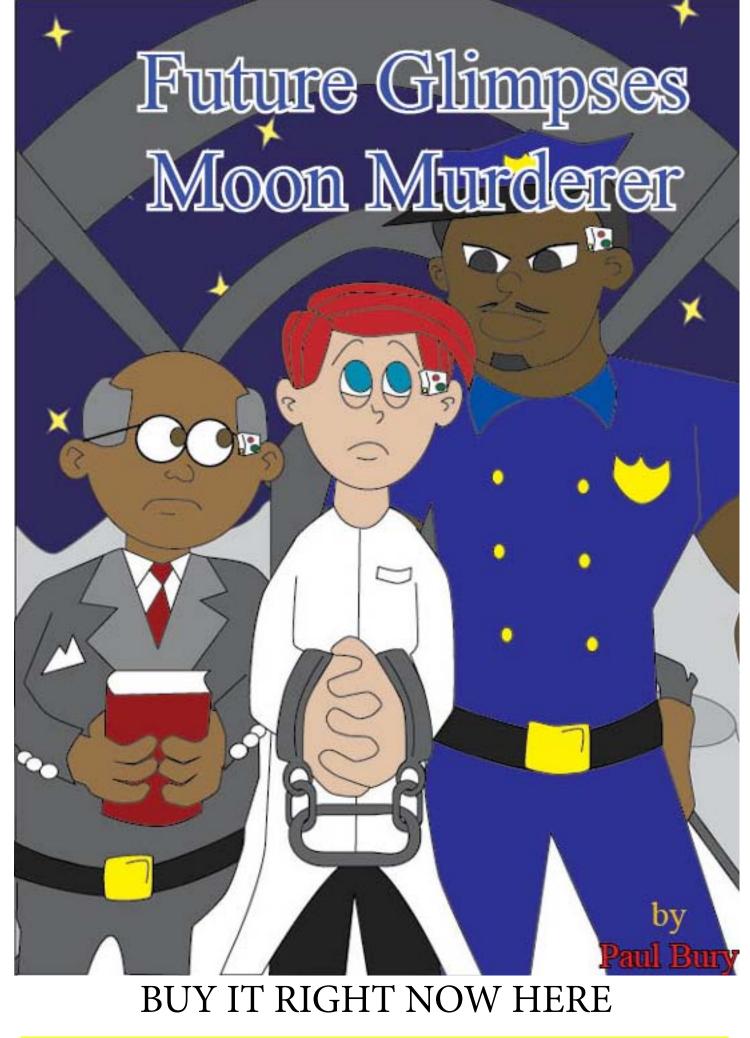
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My name's Dean. I'm a florist by trade. And this is my mother Oarol.

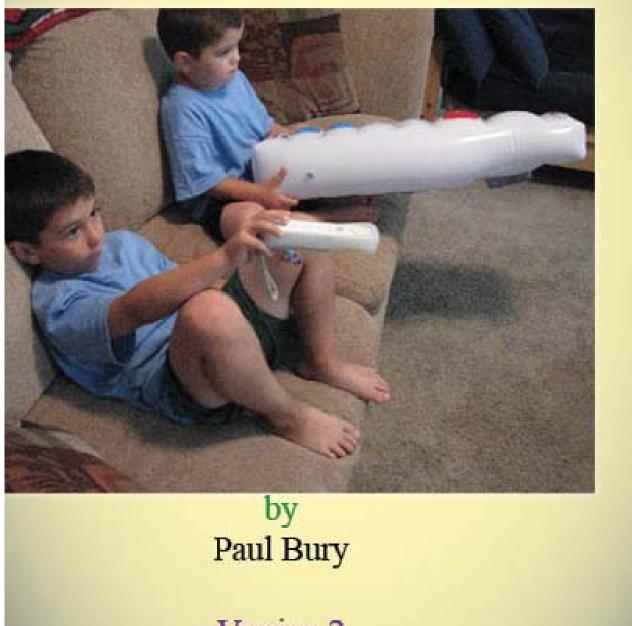




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VIDEO GAME LIES



Version 2

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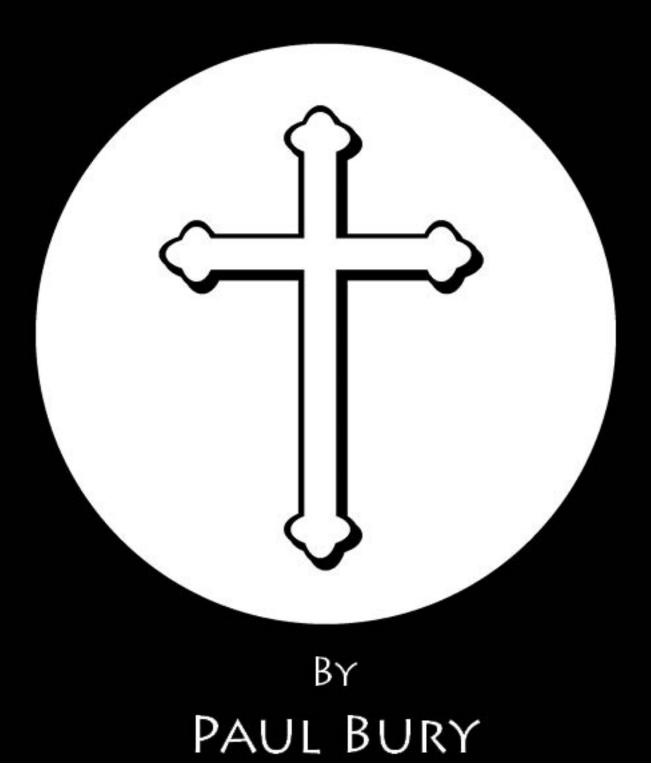
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